Free Fire Esports – Rules & Protocol

Event Type: Squad (4 Players) / Solo (Adjust if needed)

Platform: Mobile (No emulators allowed) **Organizer:** [SMIT/CSE- MUGUNDAN]

FOR SQUAD BOOKING CONTACT: 8680056292

PRICE MONEY – 1ST 1000 rs

2nd 500 rs

1. Eligibility

- Participants must be registered students of the college or invited guests.
- Teams must have exactly 4 members (plus 1 optional substitute) for squad mode.
- All players must bring their own mobile devices and earphones.

2. Game Settings

- Mode: Battle Royale (Classic or Custom Room)
- Map: Bermuda
- **Observers:** Only match referees are allowed as spectators.
- Custom Room Settings:
 - Character skills: ONLoadout: Allowed
 - Airdrops: ON
 - o Kill & damage announcements: ON

3. Match Format

- **Elimination Style:** Knockout → Semi-Final → Final.
- Points System:
 - Booyah: 15 points
 2nd Place: 12 points
 3rd Place: 10 points
 Per Kill: 1 point

In case of tie: Higher kill count wins; if still tied → sudden death round.

4. Fair Play Rules

- Strictly Prohibited:
 - Account sharing or playing on someone else's behalf.
 - Intentional teaming with opponents.
- If caught: Team/player will be immediately disqualified.

5. Player Conduct

- Be on time for your scheduled match; late arrivals = walkover.
- No abusive language or disrespect towards other players, referees, or the audience.
- Follow referee instructions at all times.

7. Dispute & Referee Decision

- Any dispute must be reported immediately after the match ends.
- The referee's decision is final and binding.

8. Prizes & Recognition

- Winners will be awarded [Certificates / Cash Prize].
- MVP will be recognized based on total kills across the tournament.

9. Safety & Event Decorum

- Keep bags and personal items secure.
- Follow college symposium guidelines for general conduct.
- Enjoy the game respect the spirit of esports!